

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:  
5 a game operable upon a wager by a player;  
a cabinet;  
a display connected to the cabinet and operable to indicate an outcome after an occurrence of a triggering event associated with the game, the display device including  
10 a first rotatable display operable to simultaneously display a plurality of symbols, and  
a second display positioned about the first display, the second display operable to rotate and translate relative to the first display and designate at least one of the symbols displayed by the first  
15 display,  
wherein the outcome is based on at least one of the symbols ultimately designated by the second display.
2. The gaming device of Claim 1, wherein the outcome is selected from  
20 the group consisting of: game credits, game credit multipliers, a number of free spins, a number of free games, a number of picks from a prize pool, an entry into a bonus game and/or any combination thereof.
3. The gaming device of Claim 1, which includes a video monitor upon  
25 which the game and triggering event are displayed.
4. The gaming device of Claim 1, which the second display defines a plurality of viewing areas and the designated symbol of the first display is shown through one of the viewing areas when the first and second displays  
30 ultimately stop moving.

5. The gaming device of Claim 4, wherein the aperture that shows the designated symbol of the first display is the viewing area residing in a front most position on the second display when the first and second displays ultimately stop moving.

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6. The gaming device of Claim 1, wherein the outcome is a combination of the symbol on the first display that is designated by the second display and a symbol associated with a portion of the second display that designates the symbol on the first display.

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7. The gaming device of Claim 6, wherein the second display defines a plurality of viewing areas and the symbol associated with the second display portion is the symbol associated with the viewing area that ultimately displays the designated symbol of the first display.

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8. The gaming device of Claim 1, wherein the first display includes a plurality of groups of symbols, and wherein the second display is operable to be translated to designate one of the symbols from one of the groups on the first display.

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9. A gaming device comprising:  
a game operable upon a wager by a player;  
a cabinet;  
a display connected to the cabinet and operable to indicate an outcome  
5 after occurrence of a triggering event associated with the game, the display  
device including  
a first rotatable symbol display, and  
a second display positioned concentrically to the first display, the  
second display operable to translate relative to the first symbol  
10 display and to rotate substantially concentrically about the first  
symbol display and designate at least one of the symbols displayed  
by the first symbol display,  
wherein the outcome is based on at least one of the symbols of the first  
symbol display ultimately designated by the second display.  
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10. The gaming device of Claim 9, wherein the second display is positioned  
on the outside of the first symbol display.
11. The gaming device of Claim 10, wherein the second display includes  
20 outwardly facing gear teeth that mate with teeth of a drive gear driven by a  
motor located adjacent to the first and second displays.
12. The gaming device of Claim 11, wherein the motor is a first motor and  
the first display is driven by a second motor located substantially inline with the  
25 axis of rotation of the first display.
13. The gaming device of Claim 9, wherein the second display includes a  
plurality of symbols, wherein one of the symbols is employed to determine the  
outcome.

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14. The gaming device of Claim 13, wherein a first motion producing device configured to rotate the second display is in turn translated with the second display by a second motion producing device.
- 5 15. The gaming device of Claim 13, which includes at least one motion controller operable to execute a motion control program that selectively rotates the first and second displays and translates the second display.
- 10 16. A method of operating a gaming device having a game operable upon a wager, said method comprising:
- displaying a plurality of symbols on a first display;
  - rotating the first display;
  - rotating a second display about the first display;
  - translating the second display with respect to the first display; and
- 15 generating an outcome, the outcome based on one of the symbols of the first display that is indicated by the second display when the first and second displays ultimately stop moving.
- 20 17. The method of Claim 16, wherein the indicated symbol is a first symbol, and which includes basing the outcome additionally on a second symbol, the second symbol associated with a portion of the second display that is used to indicate the first symbol of the first display.
- 25 18. The method of Claim 16, wherein one of the first and second symbols is a credit value and the other of the first and second symbols is a multiplier.

19. The method of Claim 16, which includes rotating the first display: (i) in a same direction as the second display; (ii) in an opposite direction as the second display; (iii) simultaneously with the second display; (iv) while the second display is stopped; (v) at a same velocity as the second display; (vi) at  
5 a different velocity as the second display; (vii) at a same acceleration as the second display; (viii) at a different acceleration as the second display; or (ix) any workable combination thereof.

20. The method of Claim 16, which includes translating the second display:  
10 (i) while one of the first and second displays is rotating; (ii) while both the first and second displays are moving; (iii) while neither of the first and second displays is moving; (iv) while the first and second displays are moving in the same direction; (v) while the first and second displays are moving in opposite  
15 accelerating; (vii) while at least one of the first and second displays is decelerating; or (ix) any workable combination thereof.